[BFX]

Bournemouth University

20-25 November 2023

One of the UK's largest visual effects, computer animation and games festivals

Bournemouth University, Talbot Campus, Wallisdown Rd, Poole BH12 5BB

The Hilton Bournemouth, Terrace Rd, Bournemouth BH2 5EL

Location Key: Hilton   Talbot Campus   Online

Masterclasses Key: Beginner   Intermediate   Expert

Full details available here:

www.bfxfestival.com

#bfx2023   #bfxfestival

Monday 20 November

Poole Gateway Building 307
BU Students

11:00-12.00
Fast Sculpting BFX competition session 1
_____
12:00-13.00
Fast Sculpting BFX competition session 2
_____

Fusion Building Inspire LT

16:00-17.00
Animation Jam: voting session
_____
17:00-18:30
BFX Competitions:
Game jam voting session
_____

Poole Gateway Building 106
Masterclass

10:00-17.00
Victor Perez
Master of light
_____

Please note that there may be changes to the programme schedule on the day.

Tuesday 21 November

Hilton PhoxTrott - VFX: Speaker Series

10:00-10:15
Welcome to BFX 2023

10:15-10:30
Screening: *Fireworks*

10:30-11:30
Keynote: Paul Franklin / DNEG
The future of virtual production & AI in filmmaking
- a personal view

12:00-12:50
Ghost VFX
From concept to screen. Examples from *Fast & Furious*

13:00-13:50
Untold Studios
Virgin Media: *Goat Glider*

14:00-14:50
Union VFX
VFX of *The Power*

15:00-15:50
Keynote: Amanda Johnstone-Batt / ILM
Designing the future: the visual world of *The Creator*

16:00-16:50
Keynote: Peter Warbis / Framestore
Guardians of the Galaxy

17:00-17:50
Outpost VFX
The Wheel of time: Bringing fantasy worlds to life for the Epic Second Season

Hilton Conference Room Speaker Series

Academic Symposium

11:40-12:50
Technicolor Creative Studios
R&D case studies from Technicolor's MPC

13:00-13:50
Professor Darren Cosker / Microsoft
AI for human understanding in Mixed Reality

14:00-14:50
Associate Professor He Wang / UCL
AI for fast digital content creation for animation & beyond

15:00-17:00
Academic Symposium:
Short presentations & panel discussion

Hilton Poise Masterclasses

10:15-13:15
Jahirul Amin / CAVE Academy
Shooting HDRIs for VFX

14:00-17:00
Jahirul Amin / CAVE Academy
Every asset has a story

Poole Gateway Building 106 Masterclass

10:00-13:00
Petya Georgieva / Chaos
V-Ray tips & tricks to speed up your workflows rendering

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Wednesday 22 November

Hilton PhoxTrott - Games & Interactivity: Speaker Series

10:00-10:50
Aardman & NoGhost
Creating the first VR adventure for Wallace and Gromit in *The Grand Getaway*

11:00-11:50
Dimension Studio
Volumetric capture & digital humans in real-time & film production

12:00-12:50
Treehouse Digital
Real-time moviemaking

13:00-14:00
Keynote: Richard Copperwaite / nDreams
nDreams, *Synapse* & VAR

14:30-15:20
David Pumpa / Playground Games
Cinematics in games

15:30-16:20
Frontier
Tech Anim: The forging of a cinematic

16:30-17:20
Keynote: Leah Caldwell / Larian Studios
Production of *Baldur's Gate III*:
Embracing the Tadpole

Hilton Conference Room - Selections & Panels: Speaker Series

10:00-11:50
Screening & Panel: AI in animation

12:00-12:50
CAVE Academy
Taking care of yourself in the creative industry

13:00-13:50
INVIDAR
Hyperrealistic digital human

14:05-15:30
Untold Studios & Black Kite
Screening & Panel: VFX in music videos

15:40-16:20
Random 42
Applications of AR/VR/XR in visualisation

16:30-17:20
Aardman / NoGost /
Nexus Studios / Random 42
Panel: Immersive technologies in media

Hilton Poise - Tech & Media: Speaker Series

10:00-13:00
BU research students/VR/Exergames
Technical demos

14:00-15:00
Panel: Affect in creative practice

15:30-16:30
Playground Games
Portfolio reviews: Games

Poole Gateway Building 106 Masterclass

14:00-17:00
Jahirul Amin / CAVE Academy
Introduction to surfacing for VFX

Fusion Building - Share LT

18:00-Late
Joe Darko / Sony Animation
Screening and Q&A:
Spider-Man:
Across the Spider-Verse

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Thursday 23 November

Hilton PhoxTrott
Animation: Speaker Series

9:45-10:50
Cinesite
Part 1: Animating *TMNT Mutant Mayhem*
Part 2: Creature design & ideation

11:00-11:50
DNEG
Shine bright like *Nimona*

12:00-13:00
Keynote: Joe Darko / Sony Picture Imageworks
The Spider Within:
A Spider-Verse Story

13:30-14:30
Keynote: Scott Eaton
OUT of DISTRIBUTION: Thriving creatively in the age of AI

15:00-15:50
Framestore
Infectiously pink: How Farsight helped visualise
The Last of Us & *Barbie*

16:00-17:00
Locksmith Animation
Storytelling in animation: from Pixar to Locksmith Animation

17:00-18:30
Locksmith Animation
Screening: *Eye Candy Show*

Hilton Conference Room
Industry & Panels: Speaker Series

10:00-11:00
Meet the industry: Fast forward

11:00-11:30
Playground Games
Recruitment talk: How to get into games

12:00-13:30
Axis Studios / BlueBolt
Recruitment Panel:
Skills & tips to get into VFX

14:00-14:50
SIGGRAPH LONDON
Animation/VFX portfolio essentials

15:00-15:50
Axis Studios
Entering the industry

16:00-17:30
Autodesk Arnold / Chaos
Panel: Advances in production rendering

Hilton Foyer - Speaker Series

10:00-17:00
Recruitment event

Hilton Poise - Portfolio reviews: Speaker Series

15:00-17:00
SIGGRAPH LONDON
Recruitment event - portfolio reviews:
Arts, animation & visual effects

Poole Gateway Building 106
Masterclass

14:00-17:00
George Caton-Coult / Pop Paper City
Scriptwriting
for animation

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Friday 24 November

Poole Gateway Building Ground Floor
Speaker Series

10:00-16:00

Recruitment event

Poole Gateway Building 106
Masterclass

10:00-17:00

Arran Baker / Moon Studios
Animation Workflow:
The five main keys of animation

Poole Gateway Building 302
Masterclasses

10:00-13:00

Melania Fodritto / Outpost
Digital compositing: a case study

14:00-17:00

Vasil Shotarov / BlueZoo
Non-destructive rigging
for the greater good

Fusion Building, Share LT
Speaker Series

14:00-15:00

Outpost VFX / BlueBolt / Freefolk
Panel discussion
Napoleon launch event: A VFX perspective
BU students only - free to attend

15:30-17:00

NCCA Alumni:
Where you can be in five years

18:00-Late

Screening: *Guardians of the Galaxy Vol.3*

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Saturday 25 November | Family & Community

Kimmeridge House KG01
Speaker Series

10:00-10:45
Other Skies
3D studio start-up storytime
_____

11:00-11:45
Bournemouth University
Drive it forward: VR Metaverse
_____

12:00-12:45
BlueZoo
LEGO City No Limits: Brick to screen
_____

13:00-13:45
Mori Mori Studio
Making your own Preschool Cartoon - _Millie and Lou_
_____

14:00-14:45
Amuzo Games
_____

15:00-16:00
Panel:
Animation, Games & Visual Effects in BCP & Dorset area
_____

16:15-17:30
BFX Festival
Awards ceremony & closing

Kimmeridge House
K101
Speaker Series

These workshops are included in your Speaker Series ticket, please sign up at the check-in desk. Tickets are allocated on a first-come first-served basis.

10:00-11:00
Aardman Modelmaking
Shuan the Sheep
_____

12:00-13:00
Aardman Modelmaking
Feathers
_____

14:00-15:00
Aardman Modelmaking
Shuan the Sheep

Kimmeridge House
K103
Speaker Series

These workshops are included in your Speaker Series ticket, please sign up at the check-in desk. Tickets are allocated on a first-come first-served basis.

11:00-12:00
Treehouse Digital
A minature model making workshop
_____

12:30-13:30
Treehouse Digital
A minature model making workshop
_____

14:00-15:45
Animation Society
Stop-motion animation:
Claymation & Paper cut animation

Kimmeridge House
Marconi LT
Speaker Series

10:00-11:00
Screening:
Aardman shorts
_____

11:00-12:00
Screening:
Best undergraduate student animations from the NCCA
_____

12:00-13:00
Screening:
Selections from BFX 2023
_____

13:00-15:00
Screening:
Best postgraduate student animations from the NCCA
_____

15:00-16:00
Screening:
Aardman shorts

Poole Gateway Building
Soundstage - Masterclass

10:00-17:00
Ace Ruele / Creature Bionics
Acting for Animators

Poole Gateway Building 106
Masterclass

10:00-17:00
Chris Antoniou / Outpost
Modelling
Digi-doubles

Poole Gateway Building 302
Masterclass

10:00-12:30
Tom Minor / Autodesk Arnold
Shading tricks in _Arnold_

Kimmeridge House
KG03 Speaker Series

10:00-10:45
Bournemouth University
Animation Society: Character design
_____

12:00-12:45
Bournemouth University
Shaping the virtual Metaverse
_____

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